

## CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
  - a primary wagering game operable upon a wager by a player;
  - 5 a success award;
  - a consolation award;
  - an offer award;
  - a probability of obtaining said success award; and
  - 10 a triggering event in said primary wagering game, wherein after the occurrence of said triggering event said probability is selected independent of said offer award, said selected probability, success award and offer award are simultaneously displayed to the player, the player is enabled to keep said offer award or try for said success award, said offer award is provided to the player if the player keeps
  - 15 said offer award, a determination of whether the player receives said success award or said consolation award occurs if the player tries for said success award, wherein said determination is based on the selected probability and the success award is provided to the player if the player tries for said success award and the determination is to
  - 20 provide the success award to the player.

2. The gaming device of Claim 1, wherein said probability includes a percentage of obtaining said success award.

25 3. The gaming device of Claim 1, wherein said probability includes odds of obtaining said success award.

30 4. The gaming device of Claim 1, which includes a plurality of attempts, each attempt including an offer award, a success award, a probability of obtaining said success award and a consolation award.

5. The gaming device of Claim 4, wherein an offer award for an attempt is said success award from a previous attempt.

6. The gaming device of Claim 1, which includes an exhibition that reveals whether the player receives said success award, wherein said exhibition takes place even if the player keeps said offer award.

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7. A gaming device comprising:  
a primary wagering game operable upon a wager by a player;  
a success award;  
an offer award;  
a probability of obtaining said success award; and  
a triggering event in said primary wagering game, wherein after the occurrence of said triggering event said probability is selected independent of said offer award, said selected probability, success award, and offer award are simultaneously displayed to the player, the player is enabled to keep said offer award or try for said success award and a determination of whether the player receives said success award occurs if the player tries for said success award wherein said determination is based on the selected probability.

20 8. The gaming device of Claim 7, wherein said probability includes a percentage of obtaining said success award.

9. The gaming device of Claim 7, wherein said probability includes odds of obtaining said success award.

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10. The gaming device of Claim 7 which includes a plurality of attempts, each attempt including an offer award and a success award.

30 11. The gaming device of Claim 10, wherein an offer award for an attempt is said success award from a previous attempt.

12. The gaming device of Claim 7, which includes an exhibition that reveals whether the player receives said success award, said exhibition taking place even if said player keeps said offer award.

5 13. A gaming device comprising:

a primary wagering game operable upon a wager by a player;

a success award;

a probability of obtaining said success award;

a consolation award;

10 an offer award; and

a triggering event in said primary wagering game, wherein after the occurrence of said triggering event said probability is selected independent of said offer award and the player is enabled to keep said offer award or try for said success award, wherein if the player tries for 15 said success award a determination of whether the player receives said success award or said consolation award occurs wherein said determination is based on the selected probability.

20 14. The gaming device of Claim 13, wherein said success award is selected from a range of success awards.

15. The gaming device of Claim 13, wherein said probability is selected from a range of probabilities.

25 16. The gaming device of Claim 13, wherein said consolation award is selected from a range of consolation awards.

30 17. The gaming device of Claim 13, which includes a demonstration that reveals whether the player is provided the success award or the consolation award.

18. The gaming device of Claim 17, wherein said demonstration is displayed even if the player keeps said award offer.

19. The gaming device of Claim 13, wherein said probability includes a percentage of obtaining said success award.

20. The gaming device of Claim 13, wherein said probability 5 includes odds of obtaining said success award.

21. The gaming device of Claim 13, which includes a plurality of attempts, each attempt including an offer award, a success award, a consolation award and a probability of obtaining said success award.

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22. The gaming device of Claim 21, wherein after the player tries for a success award, the probability of obtaining a second success award in a subsequent attempt is lower than the probability of obtaining said success award.

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23. A gaming device comprising:

a primary wagering game operable upon a wager by a player;

a success award;

a probability associated with said success award;

20 an offer award; and

a triggering event in said primary wagering game, wherein after the occurrence of said triggering event said offer award, said success award and said probability are displayed to the player, wherein said probability is selected independent of said offer award, the player is 25 enabled to select said offer award or try for said success award, a determination of whether the player obtains said success award occurs if the player selected to try for said success award wherein said determination is based on the probability associated with said success award and an exhibition is displayed to the player that reveals if the 30 player obtains said success award.

24. The gaming device of Claim 23, wherein a consolation award is provided to the player if the player selected to try for said success award and no success award was provided.

25. A gaming device comprising:

a primary wagering game operable upon a wager by a player;

a success award;

a probability of obtaining said success award;

5 an offer award;

a consolation award; and

a triggering event in said primary wagering game, wherein after the occurrence of said triggering event said probability is selected independent of the award offer, said success award, said probability

10 and said offer award are simultaneously displayed to the player, the player is enabled to keep said offer award or try for said success award, said offer award is provided to the player if the player keeps said offer award, a determination of whether the player receives said success award or said consolation award occurs if the player tries for

15 the success award wherein said determination is based on said selected probability, said success award or said consolation award is provided to the player based on said determination and an exhibition is displayed to the player which reveals whether the player obtains said success award.

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26. A gaming device comprising:  
a primary wagering game operable upon a wager by a player;  
a plurality of success awards, wherein each success award is  
associated with one of a plurality of first probabilities of being selected;  
5 a plurality of success award probabilities of obtaining a success  
award, wherein each success award probability is associated with one  
of a plurality of second probabilities of being selected;  
an offer award; and  
a triggering event in said primary wagering game, wherein after  
10 the occurrence of said triggering event one of said success awards is  
selected based on the first probability associated with said selected  
success award, one of said success award probabilities of obtaining  
said selected success award is selected independent of said offer  
award and based on the second probability associated with the  
15 selected success award probability, said offer award, said selected  
success award and said selected success award probability associated  
with said selected success award are simultaneously displayed to the  
player, the player is enabled to keep said selected offer award or try for  
said selected success award, a determination of whether to provide the  
20 player said selected success award occurs if the player tries for the  
selected success award wherein said determination is based on said  
selected success award probability and the selected success award is  
provided to the player if said determination is to provide said selected  
success award to the player.

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27. The gaming device of Claim 26, wherein if the player  
keeps said offer award, it is revealed whether said success award  
would have been provided to the player based on said selected  
success award probability.

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28. The gaming device of Claim 26, wherein the first  
probability associated with each success award is displayed.

29. The gaming device of Claim 26, which includes a plurality of consolation awards, wherein each consolation award is associated with one of a plurality of third probabilities.

5 30. The gaming device of Claim 29, wherein one of said consolation awards is selected based on the third probability associated with the selected consolation award and said selected consolation award is provided to the player if the player tries for the selected success award and no success award is provided.

31. A gaming device comprising:

a primary wagering game operable upon a wager by a player;

a plurality of success awards, wherein each success award is associated with one of a plurality of first probabilities of being selected;

5 a plurality of success award probabilities of obtaining a success award, wherein each success award probability is associated with one of a plurality of second probabilities of being selected;

an offer award;

a plurality of consolation awards, wherein each consolation award is associated with one of a plurality of third probabilities of being selected; and

10 a triggering event in said primary wagering game, wherein after the occurrence of said triggering event one of said success awards is selected based on the first probability associated with said selected success award, one of said success award probabilities of obtaining said selected success award is selected independent of said offer award and based on the second probability associated with the selected success award probability, one of said consolation awards is selected based on the third probability associated with the selected consolation award, said offer award, said selected success award and said selected success award probability are simultaneously displayed to the player, the player is enabled to keep said offer award or try for said displayed success award, said offer award is provided to the player if the player keeps said offer award, a determination based on 15 the selected success award probability is made whether to provide the player said selected success award or said selected consolation award if the player tries for the selected success award and said selected success award or said selected consolation award is provided to the player based on said determination.

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32. A gaming device comprising:  
a success award;  
an offer award;  
a probability of obtaining said success award;  
5 a display device; and  
a processor operable with said display device to display said offer award to a player, display said success award and the probability of obtaining said success award to the player, wherein said probability is selected independent of said offer award, enable the player to keep  
10 the offer award or risk the offer award to obtain the success award, determine based on the probability whether the player obtains the success award if the player risks the offer award, provide the offer award to the player if the player keeps the offer award and provide the success award to the player if the player risks the offer award and the  
15 processor determines that the player obtains the success award.

33. A gaming device comprising:  
a primary game operable upon a wager by a player;  
a success award;  
20 an offer award;  
a probability of obtaining said success award; and  
a triggering event in said primary wagering game, wherein after  
the occurrence of said triggering event said offer award is displayed to  
the player, said success award and the probability of obtaining said  
25 success award are displayed to the player, wherein said probability is  
selected independent of said offer award, the player is enabled to keep  
the offer award or risk the offer award to obtain the success award, if  
the player risks the offer award a determination based on the  
probability of whether the player obtains the success award occurs, the  
30 offer award is provided to the player if the player keeps the offer award  
and the success award is provided to the player if the player risks the  
offer award and the determination reveals that the player obtains the  
success award.

34. A gaming device comprising:  
a plurality of success awards;  
a plurality of probabilities of obtaining one of the success  
awards;

5 a plurality of offer awards;  
a plurality of attempts, wherein each attempt includes one  
of said success awards and one of said offer awards;  
a display device; and  
a processor operable with said display device to select  
10 one of said success awards and one of said offer awards for each of  
said plurality of attempts, determine one of the probabilities of obtaining  
said selected success award for each of said plurality of attempts,  
substantially simultaneously display to a player said selected offer  
award, said selected success award and said determined probability  
15 associated with said selected success award for each of said plurality  
of attempts, enable the player to keep said selected offer award or try  
for said selected success award for each of said plurality of attempts,  
determine based on said probability whether the player obtains said  
selected success award for each of said plurality of attempts if the  
20 player tries for the selected success award and provide any obtained  
selected success award to the player for each of said plurality of  
attempts if the player tries for the selected success award.

35. The gaming device of Claim 34, wherein if the player  
25 keeps said offer award, said processor is operable to reveal whether  
said success award would have been provided to the player based on  
said determined probability.

36. The gaming device of Claim 34, wherein said plurality of  
30 attempts is predetermined.

37. The gaming device of Claim 34, wherein an offer award  
for one attempt is the success award from a previous attempt.

38. The gaming device of Claim 34, wherein the success award increases in each subsequent attempt.

39. The gaming device of Claim 38, wherein the probability of 5 obtaining a success award is lower for each subsequent attempt.

40. The gaming device of Claim 34, wherein each success award is selected from a range of the success awards for each of said plurality of attempts.

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41. The gaming device of Claim 34, wherein each probability is selected from a range of the probabilities for each of said plurality of attempts.

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42. The gaming device of Claim 34, wherein said processor is operable to cause the display device to successively display the probabilities associated with the selected success awards.

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43. The gaming device of Claim 34, which includes a plurality of consolation awards.

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44. The gaming device of Claim 43, wherein said processor is operable to select one of said consolation awards for each of said plurality of attempts and to provide the player said selected consolation award for each of said plurality of attempts if the player tries for the selected success award and no success award is provided.

45. A gaming device comprising:  
a primary game operable upon a wager by a player;  
a plurality of success awards;  
a plurality of probabilities of obtaining one of the success  
5 awards;  
a plurality of offer awards;  
a plurality of attempts, wherein each attempt includes one  
of said success awards and one of said offer awards; and  
a triggering event in said primary wagering game,  
10 wherein after the occurrence of said triggering event one of said  
success awards and one of said offer awards are selected for each of  
said plurality of attempts, one of the probabilities of obtaining said  
selected success award is determined for each of said plurality of  
attempts, said selected offer award, said selected success award and  
15 said determined probability associated with said selected success  
award are substantially simultaneously displayed to the player for each  
of said plurality of attempts, the player is enabled to keep said selected  
offer award or try for said selected success award for each of said  
plurality of attempts, a determination based on said probability of  
20 whether the player receives said selected success award occurs for  
each of said plurality of attempts if the player tries for said success  
award and said selected success award is provided to the player for  
each of said plurality of attempts if the player tries for the selected  
success award and the determination is to provide the selected  
25 success award to the player.

46. The gaming device of Claim 45, wherein said plurality of  
attempts is predetermined.

30 47. The gaming device of Claim 45, wherein an offer award  
for one attempt is a success award from a previous attempt.

48. The gaming device of Claim 45, wherein the success  
award increases in each subsequent attempt.

49. The gaming device of Claim 48, wherein the probability of obtaining a success award is lower for each subsequent attempt.

50. The gaming device of Claim 45, wherein each success award is selected from a range of the success awards for each of said plurality of attempts.

51. The gaming device of Claim 45, wherein each probability is selected from a range of the probabilities for each of said plurality of attempts.

52. The gaming device of Claim 45, wherein said processor is operable to successively display the probabilities associated with the selected success awards.

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53. A gaming device comprising:  
a plurality of success awards;  
an independent probability of success associated with each success award;  
20 a display device; and  
a processor operable with said display device to enable the selection of at least one of said success awards, indicate the probability associated with said selected success award, enable the player to attempt to obtain said selected success award, determine 25 based on said associated probability if the player obtains said selected success award and provide any obtained success award to the player.

54. A gaming device comprising:  
a primary game operable upon a wager by a player;  
a plurality of success awards;  
an independent probability of success associated with each  
5 success award;  
a triggering event in said primary wagering game, wherein after  
the occurrence of said triggering event the selection of at least one of  
said success awards occurs, the probability associated with said  
selected success award is indicated, the player is enabled to attempt to  
10 obtain said selected success award, a determination of whether the  
player obtains said selected success award occurs wherein said  
determination is based on said associated probability, the selected  
success award is provided to the player if the determination is to  
provide the player said selected success award.

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55. A gaming device comprising:  
a range of success awards;  
an offer award;  
a range of probabilities of obtaining a success award;  
20 a display device; and  
a processor operable with said display device to select one of  
said success awards from the range of success awards, select one of  
the probabilities from the range of probabilities wherein said probability  
is selected independent of said offer award, display said offer award,  
25 said selected success award and said selected probability to a player,  
enable the player to keep the offer award or risk the offer award to  
obtain the success award, determine based on the selected probability  
whether the player obtains the selected success award if the player  
risks the offer award, provide the offer award to the player if the player  
30 keeps the offer award and provide the selected success award to the  
player if the player risks the offer award and the processor determines  
that the player obtains the selected success award.

56. A gaming device comprising:

- a primary game operable upon a wager by a player;
- a range of success awards;
- an offer award;

5                   a range of probabilities of obtaining a success award; and

10                   a triggering event in said primary wagering game, wherein after the occurrence of said triggering event one of said success awards is selected from said range of success awards, one of said probabilities is selected from said range of probabilities wherein said probability is selected independent of said offer award, said offer award, said selected success award and the selected probability are displayed to the player, the player is enabled to keep the offer award or risk the offer award to obtain the selected success award, if the player risks the offer award a determination based on the selected probability of

15                   whether the player obtains the selected success award occurs, the offer award is provided to the player if the player keeps the offer award and the selected success award is provided to the player if the player risks the offer award and the determination reveals that the player obtains the selected success award.

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57. A method for operating a gaming device, said method comprising:

(a) selecting a probability of obtaining a success award wherein said probability is selected independent of an offer award;

5 (b) simultaneously displaying said offer award, said success award and said selected probability of obtaining said success award to a player;

(c) enabling the player to keep said offer award or try for said success award;

10 (d) providing said offer award to the player if the player keeps said offer award; and

(e) randomly determining based on the selected probability whether the player receives said success award or a consolation award if the player tries for said success award.

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58. The method of Claim 57, which includes an exhibition that reveals whether the player obtains the success award, said exhibition taking place even if the player keeps said offer award.

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59. The method of Claim 57, which is provided to the player through a data network.

60. The method of Claim 59, wherein the data network is an internet.

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61. A method for operating a gaming device, said method comprising:

(a) selecting a probability of obtaining a success award wherein said probability is selected independent of an offer award;

5 (b) simultaneously displaying said offer award, said success award and said selected probability of obtaining said success award to a player;

(c) enabling the player to keep said offer award or try for said success award; and

10 (d) randomly determining based on the selected probability whether the player receives said success award if the player tries for said success award.

62. The method of Claim 61, which includes an exhibition that  
15 reveals whether the player obtains the success award, said exhibition taking place even if the player keeps said offer award.

63. The method of Claim 61, which is provided to the player through a data network.

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64. The method of Claim 63, wherein the data network is an internet.

65. A method for operating a gaming device, said method comprising:

(a) selecting a probability of obtaining a success award wherein said probability is selected independent of an offer award;

5 (b) enabling a player to keep said offer award or try for said success award; and

(c) randomly determining based on the selected probability whether the player receives said success award or a consolation award if the player tries for said success award.

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66. The method of Claim 65, which includes an exhibition that reveals whether the player obtains the success award, said exhibition taking place even if the player keeps said offer award.

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67. The method of Claim 65, which is provided to the player through a data network.

68. The method of Claim 67, wherein the data network is an internet.

69. A method for operating a gaming device, said method comprising:

(a) selecting a probability of obtaining a success award wherein said probability is selected independent of an offer award;

5 (b) simultaneously displaying said offer award, said success award and said selected probability of obtaining said success award to a player;

(c) enabling the player to keep said offer award or try for said success award;

10 (d) providing said offer award to the player if the player keeps said offer award;

(e) determining based on said selected probability whether to provide said success award or said consolation award to the player if the player tries for the success award;

15 (f) providing based on the determination either said success award or said consolation award to the player if the player tries for the success award; and

(g) displaying an exhibition to the player which reveals whether the success award is provided to the player.

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70. The method of Claim 69, which is provided to the player through a data network.

25 71. The method of Claim 70, wherein the data network is an internet.

72. A method for operating a gaming device, said method comprising:

- (a) selecting one of a plurality of success awards, wherein each success award is associated with a first probability of being selected  
5 and said selection is based on said associated first probabilities;
- (b) selecting one of a plurality of success award probabilities of obtaining said selected success award, wherein each success award probability of obtaining said selected success award is associated with a second probability of being selected, said selection is based on said  
10 associated second probabilities and said selection is independent of an award offer;
- (c) simultaneously displaying said offer award, said selected success award and said selected probability of obtaining said selected success award to a player;
- 15 (d) enabling the player to keep said offer award or try for said selected success award;
- (e) determining based on said selected success award probability whether to provide said selected success award to the player, if the player tries for the selected success award; and
- 20 (f) providing said selected success award to the player if the player tries for the selected success award and said determination in step (e) is to provide said selected success award to the player.

73. The method of Claim 72, which includes an exhibition that  
25 reveals whether the player obtains the success award, said exhibition taking place even if the player keeps said offer award.

74. The method of Claim 72, which is provided to the player through a data network.

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75. The method of Claim 74, wherein the data network is an internet.

76. A method for operating a gaming device, said method comprising:

- (a) selecting one of a plurality of success awards, wherein each success award is associated with a first probability of being selected  
5 and said selection is based on said associated first probabilities;
- (b) selecting one of a plurality of success award probabilities of obtaining said selected success award, wherein each success award probability of obtaining said selected success award is associated with a second probability of being selected, said selection is based on said  
10 associated second probabilities and said selection is independent of an award offer;
- (c) selecting one of a plurality of consolation awards, wherein each consolation award is associated with a third probability of being selected and said selection is based on said associated third  
15 probabilities;
- (d) simultaneously displaying said offer award, said selected success award and said selected success award probability of obtaining said selected success award to a player;
- (e) enabling the player to keep said offer award or try for said  
20 selected success award; and
- (f) providing said offer award to the player if the player keeps said offer award;
- (g) determining based on said selected success award probability whether to provide said success award or said consolation  
25 award to the player if the player tries for the success award; and
- (h) providing said displayed success award or said selected consolation award to the player if the player tries for the selected success award, wherein said provided award is based on said determination in step (g).

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77. The method of Claim 76, which is provided to the player through a data network.

78. The method of Claim 77, wherein the data network is an internet.

79. A method for operating a gaming device, said method  
5 comprising:

- (a) displaying a plurality of success awards, wherein each success award is associated with an independent probability;
- (b) selecting at least one of said success awards;
- (c) indicating the probability associated with said selected 10 success award;
- (d) enabling a player to attempt to obtain said selected success award;
- (e) determining based on said associated probability if the player obtains said selected success award; and
- 15 (f) providing any obtained success award to the player.

80. The method of Claim 79, which is provided to the player through a data network.

20 81. The method of Claim 80, wherein the data network is an internet.

82. A method for operating a gaming device, said method comprising:

- (a) selecting a success award from a range of success awards;
- (b) selecting a probability of obtaining said success award from a range of probabilities of obtaining said success award, wherein said probability is selected independent of an offer award;
- (c) simultaneously displaying said offer award, said selected success award and said selected probability of obtaining said success award to a player;
- (d) enabling the player to keep said offer award or try for said selected success award; and
- (e) randomly determining based on the selected probability whether the player receives said selected success award if the player tries for said selected success award.

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83. The method of Claim 82, which is provided to the player through a data network.

84. The method of Claim 83, wherein the data network is an internet.